DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses: 1 / 2 Level, Reopening)

Standard 1ST /2ND /3RD Level Overcalls Up To 17 HCP

Reopening Overcalls Up To 17 HCP

Natural Responses: 1/1 & 2/1 = F1. Jump Shift: Natural & Fit Showing (10+)

1NT OVERCALL (2ND / 4TH Live, Responses, Reopening)

2ND: 15-18 (System On), 4TH: 14-17 (System On), Reopening: +/- 10-13

Resp. After (1m)-1NT → 2♣ = STAYMAN, 2♦/♥/♠ = Trf To ♥/♠/Om

Resp. After (1♥)-1NT → 2♣ = Relay, 2♦= Nat, 2♥/2♠/3♣ = Trf To ♠/♣/♦

Resp. After (1♠)-1NT → 2♣ = Relay, 2♦/2♠/3♣ = Trf To ♥/♣/♦

JUMP OVERCALLS (Style, Responses, Unusual NT)

(1♣)-2♦= Both M Weak 6-10 Or Strong, (1♦)-3♣ = Preempt,

(1Any)-2M = (5) 6cM 6-9 NV (Preempt) Or 10-13 VUL,

(1M)-3♦= Preempt, (1m/1M)-2NT = 2 Lowest, (1M)-3♣ = OM & ♦

Reopening: Natural

DIRECT & JUMP CUE BIDS (Style, Response, Reopening)

(1♣ = 3c+) - 2♣ = 5+/4+ Both M 6-10, (1♣) - 3♣ = Preempt

(1♦ = 3c+) - 2♦ = 5+/5+ Both M Weak 6-10 Or Strong

(1m = 0c+) - 2m = Nat., (1M) - 2M = OM & ♣ Weak 6-10 Or Strong

(1♦)/(1M) - 3♦/3M= Asks For ♦/M Stop For 3NT

VS. NT (vs. Strong / Weak, Reopening, Passed Hand)

Vs. Strong (14+) NT → **X = 15-18**, Others = Multi-LANDY-Muiderberg

Vs. Weak (11-14) NT → **X = Good Opening+**, Others = As After Strong NT

Vs. Preempt (7-11) NT → **X = Good Opening+**, Others = As after Strong NT

Reopening: **X = 5c+m & 4cM**, Others = No Change.
PH: **X = 5c+m & 4cM, 2m = Nat., 2♥ = 5c♠ & 4c♥, 2♠ = Nat.**

PH Reopening: **Same as PH**

VS.PREEMTS (Doubles, Cue-bids, Jumps, NT Bids)

Vs. (2M) → X = T-O, 2♠/3m/3♥ = NF, 2NT= 15-19 (Reopening 13-16),
3NT = Nat., Q = Both m 4/5 Or 5/5, 4m = m + OM

Vs. (3m) → X = T-O, 4m = Both M, (3♣) - 4♦ = ♦ + ♥, (3♦) - 4♣ = Nat.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

(1♣) → X = Both M, 1♦/1M = Nat., 1NT = m 2 Suited, 2♣ = Nat.,
2♦ = 5+/5+ Both M, 2NT = 5+/5+ m 2 Suited, 2M = Preempt

(2♣) → X/2♦/2M/3m/3M = Nat., 2NT/3NT = Any 2 Suited

OVER OPPONENTS' TAKEOUT DOUBLE

1m-(X) → XX/1♦/1♥ = Trf To Suit Above, 1♠ = Trf To NT

1M-(X) → XX = 10+, 1♠ = 4c+♠, 1NT/2♣/2♦ = Trf To ♣/♦/♥,
2M-1 = 3/4cM 8+, 2M = 3/4cM 5-7, 2NT = Mixed Raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1ST / 3RD / 5TH	1ST / 3RD / 5TH
NT	1ST / 3RD / 5TH	1ST / 3RD / 5TH
Subsequent	Head Of Sequence	Head Of Sequence

Other: - Vs Suit: A/Q/J Asks E/D, K Asks Count
- Vs NT: A/Q/J Asks E/D, K Asks Unblock Or Count

Legend: H = A/KQ, Lo = Low, Hi = High, E/D = Encourage/Discourage

LEADS	Vs. Suit	Vs. NT
Ace	**A**(+), **A**K(+)	**A**(+), **A**K(+), **A**KJ(+)
King	A**K**x(+), **K**Q(+)	A**K**J10(+), **K**QJ(+), **K**Q10(+)
Queen	**Q**x, **Q**J(+)	**Q**J10(+), **Q**J9(+), K**Q**(+), **Q**Jx(+)
Jack	**J**x, **J**10(+), K**J**10(+)	**J**109(+), **J**108(+)
10	**10**x, **10**9(+), H**10**9(+)	**10**x, **10**98(+), HJ**10**(+), H**10**9(+)
9	**9**x, **9**8(+), H**9**8(+)	**9**x, **9**8(+), H**9**8(+)
Hi-X	**X**x, x**X**xx, xx**X**xx	**X**x, x**X**xx, xx**X**xx
Lo-X	x**XX**xx, xx**X**, xx**X**x**X**	xXx, xXxx, xxXxx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	L = E (Except on K)	Suit Preference	Odd = E
Suit	2	Hi/Lo= Even	Hi/Lo= Even	Hi/Lo= Even
	3	Suit Preference	Suit Preference	Suit Preference
	1	L = E (Except on K)	Smith	Odd = E
NT	2	Hi/Lo= Even	Hi/Lo= Even	Hi/Lo= Even
	3	Suit Preference	Suit Preference	Suit Preference

Signals (NT & Trump): Smith → Leader Lo = E, Receiver Hi = E
Trump Hi/Lo = Shows Interest For Ruff

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Aggressive T-O & Reopening X All Positions. Natural Responses

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS

Responsive & Fit Showing X & XX Up To 4♥

Stopper Showing X & XX For 3NT In Competitive Sequences

Game Inviting X & XX In Competitive Sequences

Control &/Or Ace Showing X & XX In NT & Slam Sequences

Lead Asking X & XX. H Showing X & XX In Partner's Suit.

1NT - (X) → - XX = Trf To ♣ or ♦M or ♥♠, - 2♣ = Trf To ♦ or ♥♠,
- 2♦/♥= Trf, 2♠ = GF Relay, 2SA = m 2 Suited

W B F CONVENTION CARD

Category: All **NCBO: BELGIUM.**

PLAYERS: F. BIGDELI (1155) - L.C. SPELEERS (13157)

Legend: M = Major, m = minor, c = Cards, GF = Game Force, SF = Semi Forcing, F1 = 1 Round Forcing, T-O = Take-Out X = Double, XX = Redouble, 1ST / 2ND /3RD / 4TH = Seat, (Op's) = Opponent's Bid, Nat. = Natural, PH = Passed Hand

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

4c♦ (Exception 4432), 1♣ May Have 4 Bad ♦

5cM (Exception 3RD Hand 4432 Or 4432)

1NT = 14-17 Possible 5cM Or 6cm Or Single

2NT = 20-21 Possible 5cM Or 6cm Or Single

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ = All GF Or, SF M

2♦ = Multi Weak 6cM 5-10 Or, SF m Or Bal. 22-23

2♦ 4TH = Multi 6cM 9-11 Or, SF m Or, Bal. 22-23

2♥ = 5c♥ & 4c+♠ Weak 5-10

2♠ = 5c♠ & 4c+m Weak 5-10

2M 4TH = 6cM 12-14

3X 4TH = 7cX 12-14

3NT = Gambling, Any Full 7 Cards Suit (AKQxxxx)
3NT 4TH = 5c+m Good Opening 16+

4♣/4♦ = Preempt

SPECIAL FORCING PASS SEQUENCES

After All GF, F1 Or Self Forcing Bids

After Overcall Of BW Or X Of The Response to BW

IMPORTANT NOTES

FLANERY Style 2♥/2♠/3♦ Bids Over 1♣ Opening

FLANERY Style 2♥/2♠/3♥ Bids Over 1♦ Opening

Transfer Bids After 1m - (X)

1M - (2m/♥) - 2NT = 4c+M Fit 7-9 **Mixed Raise**

PSYCHICS: Very Rare

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	Subsequent Action	PASSED HAND BIDDING
1m 1♣ 1♦		3+♣ 3/4+♦	4♥	11-23 May Have 4 Bad ♦ 11-23 Good Suit	1/1 = Nat, 1/2/3NT= Nat, 2m = Inverted 10+, 3m = 5c+m 5-9, 2♥ = 5c♠ & 4c♥ 6-10 Short m, 2♠ = 5c♠ & 4c♥ Inv 2♦= Multi 6cM 5-8, 3♦ = 5c♥ & 5c♠ Inv, 3M = 7cM Preempt 2♣ = GF, 3♣ = 6c+♣ Inv, 3♥ = 5c+♠ & 5c♥ Inv, 3♠ = 7c♠ Preempt	See Note 1	2m = 8-10, Others = No Change
1M 1♥			 4♦	11-23 (3RD 9+HCP)	1NT = F1 (0-2cM 5-10, 3cM 5-7 or 11-15, 2cM Bal. 11-15 or 18-19), 2/1 = Nat self Forcing to 2M/2NT, 2M: 8-10, 2NT = 4c+M GF, 3♣ = 3cM 16+ Bal, 3♦ = 4cM 9-11 DH, 3M = 4c+M Preempt, 3NT = 5CM 10-12, 4m= Splinter 2♠ = 6c+♠ Inv, 3♠ = Splinter	See Note 2	Drury (See Note 3) 2NT = 4c+M Inv. with Short X
1♠			4♥		2♥ = Nat Self Forcing to 2NT, 3♥ = 6c+♥ Inv., 4♥ = Splinter		
INT				14-17 Possible 5cM or 6cm	2♣ = STAYMAN Inv+, 2♦/2♥/2♠/3♣ = Trf, 2NT = Inv to 3NT, 3♦ = 5c♥ & 5c♠ Inv, Game or Slam, 3M = 54/55 mm GF, 4♣ = m 2 Suited Slam Interest, 4♦/4♥ = Texas to 4♥/4♠ Game or Slam, 4NT = Quantitative	See Note 3	
2♣				All GF or SF M	2♦ = Relay, 2M/2NT/3m = GF, 3M = SF, 3NT = 6cm322 20-22, 2M/3m = Nat. Good Suit, 3M = 6c+M Solid Suit	See Note 4	
2♦				Weak 6cM 6-10 (4TH = 9-11) or SF m or Bal. 22-23	2♥/2♠/3♥ = P/C, 2NT = F1 Relay, 3m = Nat F1, 3♠ = 6c+♠ Short ♥ NF, 4♣ = Trf To Your M, 4♦ = Bid Your M	See Note 5	
2♥				5c♥ & 4c+♠ 6-10 HCP (4TH): 6c♥ 12-14	2NT = F1 Relay, 3m = 5c+m F1, 3M = Preempt, 4M = To Play, 2NT (2♥ 4TH) = General Trial, 3m (2♥ 4TH) = Specific Trial Bid	See Note 6	
2♠				5c♠ & 4c+m 6-10 HCP (4TH): 6c♠ 12-14 HCP	2NT = F1 Relay, 3m/3♥ = 5c+m/♥ F1, 3♠ = Preempt, 4m = Splinter, 4♥ = To Play, 4♠ = To Play 2NT (2♠ 4TH) = General Trial, 3m (2♠ 4TH) = Specific Trial Bid	See Note 6	
2NT				20-21 HCP Possible 5cM, 6cm or Single	3♣ = STAYMAN, 3♦/♥ = Trf, 3♠ = 4c+♣ & 4c+♦ Slam Interest+, 4♣ = 5c+♦ Slam Interest, 4♦ = 6c+♥ Game or Slam, 4♥ = 6c+♠ Game or Slam, 4♠ = 5c+♣ Slam, 4NT = Quantitative. 2NT - 3♣ → 3♦ = No 4cM (→ 3M = 4cM & 5cOM, 4m = 4/5cm Slam Interest), 3M = 4/5cM, 3NT = 4c♥ & 4c♠	See Note 7	
3X				Preempt. (4TH): 7cm 12-14.	(New Suit = F1 (If Not PH) or Fit & Trial Bid (If PH)		
3NT				Any Full Suit. (4TH): To Play	4♣ = P/C, 4♦ = Strong Relay, 4M/5m = To Play Own Suit, 4NT= BW. (4TH): Good 2ND/3RD Zone Opening With 5c+m		
4X				Preempt	6-8 Playing Tricks		
4NT				Both minors 65-56-66	7-9 Playing Tricks		
5m				Preempt			
				High Level Bidding	4NT BW → 5♣ = 3/0, 5♦ = 4/1, 5♥ = 2, 5♠ = 2 + Trump Q, 5NT = 2 + Void, 6X = 1 or 3 + Void X, 6 Trump Suit = 1 or 3 + Void Higher Than Trump Suit After Resp. to BW → Continuation With Touching Suit (If Not Trump) Asks For Trump Q & Outside Ks → ? - 1ST Step = No Trump Q, - Following Bids = Trump Q With 0/3 - 1/4 K - Etc. After Resp. to BW → - 5♠ Asks to Bid 5NT (Can be Passed or Followed By A 6TH Level Bid Asking For Help (Q or xx). - A 6TH Level Bid Asks For The Specific K. After Resp. to BW, 5NT Asks For Kings (0/3 - 1/4 - Etc.) Including Kings Already Q-Bidded. If 4NT BW is Overcalled → DOPI: X = 0-2-4, P = 1-3, Following Bid = 2 + Trump Q If A Resp. To BW Is Doubled → - XX = 1ST Round Control & Asks For Trump Q & Kings, - Pass Asks For Further Info, Touching Suit = Asks For Trump Q & Kings.		Over Quantitative 4NT: - 5m = 4cm Baron Style, - 6m = 5cm

Note 1.

1♣ - 1♦ → 1M= 4cM & at least 4c♣, 1NT = Walsch: 12-14 Can Have One or Both M 4 cards, 3M = 6c+♣ & 5cM 13-15, 3NT = 4c♦ & 5c♣22 18-19, 4♦ = 5c♦ & 6c+♣ 18-19, 4M = 6c♣ & 5cM 18-19
1♣ - 1M → 2NT = 18-19 Bal, 3♦/3♥(1♠) = mini Splinter 4cM good 13-14, 3NT = 4cM 18-19, 4♣ = 4cM & 5c+♣ 18-19, 4♦/4♥ = Splinter 17-19
1♦ - 1M → 2NT = 18-19 Bal, 3♣: 4c+♣, 3♥(1♠) = mini Splinter 4c♠ good 13-14, 3NT = 4cM 18-19, 4♣ = Splinter 18-19, 4♦ = 4cM & 5c+♦ 18-19
1m - 1Y, 1M/1NT → 2♣ = Forcing to 2♦ (♦ Weak or other Inv. Hands), 2♦ = GF Relay, 2NT = Weak Transfer to ♣ or 4cY & 4c♣ GF, 3m = 4cY & 5c+m GF
1♦ - 2♣ → 2♦ = 4c+♦ Relay, 2NT = Good 13-14 Bal.

Note 2.

1♥ - 1♠, 1NT → 2♣ = Forcing to 2♦ (♦ Weak or All Inv. Hands), 2♦ = GF relay, 2NT = Weak Transfer to ♣ or 4c♠ & 4c♣ GF, 3m = 4c♠ & 5c+m GF, 3NT = 4c♠ & 5c♥ 18-19, 4m = Splinter 17-19
1M - 1NT (F1) → 2♣ = 2c+♣ 11-17, 2♦ = 3c+♦ 11-17, 2♥ = 4c+♥ 11-17, 2M = 6c+M11-14
1M - 1NT (F1) → 2NT = Good 18-19 GF (Bal. with 3cOM or 4cm, 4c♥ or 6c+M), 3♣ = 4c+♣ 18-19, 3♦ = 4c+♦ 18-19, 3♥(1♠) = 5c+♥ 18-19, 4♣ = 6c♥ & 5c♠ 12-14, 4♦ = 6c♠ & 5c♥ 12-14, 4♥ = 6c♥ & 6c♠ 12-14
1M - 2NT → 3♣ = 12-14 Good Opening & A Short, 3♦ = Any 15-17, 3♥ = Any 18+, 3♠ = Any 11-12 Bad Opening, 3NT = 12-14 Balanced, 4m/4♥ = 5cM & 5cm/♥ 12-15, 4M = 6cM 11-14
P - 1M (3RD & 4TH), 2NT=Inv. with a short - 3♣: Asking? → 3♦/♥/♠ = Short ♣/♦/OM
P - 1M (3RD & 4TH), 2♣ Drury → 2♦ = 13+, 2♥(1♠)/2M = 11-12 (9-12 if 3RD), 2NT = 18-19 Interesting hand, 2♠(1♥)/3m/3♥(1♠) = 4c+♠/m/♥ 10-11 or 18+, 3M = 6c+M 10-11, 3NT = 15-19 Bad Suit
P - 1M (3RD & 4TH), 2♣ Drury - 2♦ → 2NT = 2cM, 2♠(1♥)/3m/3♥(1♠) = Natural with 4cM & 3 to 4 Italian controls

Note 3.

1NT - 2♣ (STAYMAN Inv+) → 2♦ = No 4cM, 2M = 4cM, 2NT/3♣ = 4 cards Both M mini/Maxi (➔ 3♦/3♥ = Transfer to ♥/♠)
1NT - 2♣, 2♦ → 2♥ = GF Relay, 2♠ = 5c♠ & 4c♥ Inv, 3m = Nat GF, 3M = 4c+M & 5c+OM, 4♣ = 6c♥ & 4c♠ Game or Slam, 4♦ = 4c♥ & 6c♠ Game or Slam, 4M = 6cM & 4cAM Slam Interest, 4NT = Quantitative
1NT - 2♣, 2♦ - 2♥ (GF Relay) → 2♠ = 54/45 ♣♦ or 6cm, 2SA = 4cm333, 3♣ = 5c♣ (3♦ = Relay for 2 cards Suit), 3♦ = 44m (➔ 3♥ Relay for 3 cards M), 3♥/♠/NT = 5c♦ and 2 cards ♣/♥/♠
1NT - 2♣, 2♦ - 3♥ (4c♥ & 5c+♠), 3NT → 4m = 5c♠ & 4c♥ & 3cm/Q Slam Interest+, 4♥ = 5c♠ & 4c♥ 22 Slam, 4♠ = 5c♠ & 4c♥ 22 Slam Interest
1NT - 2♣, 2♦ - 3♠ (5c♥ & 4c+♠), 3NT → 4m = 5c♥ & 4c♠ & 3cm/Q Slam Interest+, 4♥ = 4c♠ & 5c♥ 22 Slam Interest, 4♠ = 5c♥ & 4c♠ 22 Slam
1NT - 2♣, 2♥ → 2♠ = GF Relay (➔ 2NT/3NT = 4333 mini/Maxi, 3m = 4cm, 3♥/3♠ = 5c♥ & 2c♣/♦), 2NT/3♥ = Inv., Others = Nat. & GF, 4NT= Quantitative
1NT - 2♦, 2♥ → 3♠/4m = 6c+♥ & Splinter, 4♥ = 6c+♥ Slam Interest
1NT - 2♥, 2♠ → 3♥ = 5c+♠ & 5c♥ Slam Interest, 4m/4♥ = 6c+♠ & Splinter, 4♠ = 6c+♠ Slam Interest
1NT - 4♣ (55 m 2 Suited) → 4♦ = 4c♦ Fit, 4M = Q-Bid with ♣ Fit, 4NT = Bad Fit and/or mini

Note 4.

2♣ - 2♦ → 2M (Asks for Kokish Relays), 2NT = 24-26 Balanced, 3m = GF, 3M = One Suited SF M
2♣ - 2♦, 2♥ (Asks for Kokish Relay at 2♠) - 2♠ (Relay) → 2NT = Bal. 27+, 3m/3♠ = 5c+♥ & 4c+m/♠, 3♥ = 6c+♥, 3NT = 6c♥322 21-23, 4m = 6cm & 5c♥
2♣ - 2♦, 2♠ (Asks for Kokish Relay at 2NT) - 2NT (Relay) → 3m/3♥ = 5c+♠ & 4c+m/♥, 3♠ = 6c+♠, 3NT = 6c♠322 21-23, 4m/♥ = 6cm/♥ & 5c♠
2♣ - 2M (Natural) → 2♠(2♥)/2NT/3m/3♥(2♠) = GF, 4OM = SF Other M

Note 5.

2♦ - 2M → 2♠(2♥) = Weak ♠, 2NT = Balanced 22-23, 3m = SF m, 3♥(2♠) = Weak ♥
2♦ - 2NT → 3♣ = Weak ♥ mini, 3♦ = Weak ♠ mini, 3♥ = Weak ♠ Maxi, 3♠ = Weak ♥ Maxi, 3NT = 22-23 Balanced, 4m = SF m

Note 6.

2♥ - 2NT F1 Relay → 3♣ = 4c♠ mini, 3♦ = 5c♠ mini, 3♥ = 4c♠ Maxi, 3♠ = 5c♠ Maxi
2♠ - 2NT F1 Relay → 3m = 4c+m mini or Maxi (➔ P or 3♠ = Inv to 4♠ or, 4m = GF Slam Interest)

Note 7.

2NT - 3♦/3♥ → 3♥/3♠ = 3/4c♥/♠, 3♠(3♦) = 5c♠ & 2c♥, 4m = Q 4/5c♥/♠ (+), 4♥(3♥) = 4/5c♠ All Controls (+), 4♥/♠ = 4/5c♥/♠ (-)
2NT - 3♠ → 3NT = No Fit or mini, 4m = Fit & Maxi
2NT - 3♠, 3NT → 4♣ = 5c+♣ & 4c♦ (→ 4♦ = 4c♦ Fit, 4M = 3/4c♣ Fit & Q-bid, 4NT = No Fit or mini), 4♦ = 5c+♦ & 4c♣ (→ 4M = ♣ or ♦ Fit & Q-bid, 4NT = No Fit or mini), 4M = Splinter with 5c♣ & 5c♦)
2NT - 4♣ → 4♦ = Fit (➔ 4M = Q, 4NT = BW♦), 4M = 5cM No Fit, 4NT = Negative
2NT - 4♦/4♥ → 4♥/4♠ (P or Others = Slam Hand)
2NT - 4♠ → 4NT = No Fit (➔ P or 5X = Response to BW♣), 5X = ♣ Fit & Q